ing image files attached to e-mails all together. Other sub-menus may be set. If these can not be fit into one (1) screen, scrolling display is performed. On the sub-screen **2** of **FIG. 2**, a "back" key is displayed along with the cross-shaped key and the "OK" key. The "back" key makes displays of the main screen **1** go back to the state immediately before that.

[**0055**] The "in-box" is selected here (**S32**). The selection of step **S32** is performed by use of the cross-shaped key and the "OK" key as is the case with the selection of step **S31**. In response to the input that the "in-box" is selected, the control unit **35** respectively displays a list of received mails on the main screen **1** as a sub-menu associated to the "in-box" and the status information and sub-menu operation keys for "in-box" on the sub-screen **2** (**S42**).

[**0056**] **FIG. 6B** is a display example of the list of received mails displayed on the main screen **1** and the status information and sub-menu operation keys displayed on the sub-screen **2**. As header information of each mail of the list, a sender (From), a date (Date) and a title (Subject) are displayed. On the sub-screen **2** of **FIG. 6B**, the "back" key is displayed along with the cross-shaped key and the "OK" key as is the case with FIG. **6**A.

[**0057**] The user then selects an e-mail that the user wants to read from the list of the received mail (this is considered as contents) and operates the touch panel or others to input it (**S51**). As the selection of step **S51**, a number associated with each e-mail may be identified by the input buttons **3**, or the cursor may be moved to decide as is the case with step **S31**.

[**0058**] When the selecting information of the e-mail that the user wants to read is input via the touch panel **5** or others, the control unit **35** respectively displays body texts of the mail on the main screen **1** and the status information **14** and mail-viewing operation keys on the sub-screen **2** (**S61**).

[**0059**] **FIG. 6C** is a display example of the body texts of the selected e-mail displayed on the main screen **1** and the status information **14** and the mail-viewing operation keys on the sub-screen **2**. On the main screen **1** of **FIG. 6C**, the body texts of the mail is displayed, along with the header information of the mail, which is a sender (From), a date (Date) and a title (Subject). On the sub-screen **2** of **FIG. 6C**, arrow keys when the previous cross-section key is disassembled into four (4) parts and "reply", "delete", "protect", "edit" and "back" keys are displayed. The "back" key is the same as **FIG. 6A**. The "reply" key is a key selected when replying to the sender; the "delete" is a key selected when deleting that e-mail from the memory **36**; the "protect" key is a key selected when protecting from being deleted by mistake; and the "edit" key is a key selected when saving the sender information and others into the memory **36**. In this way, a layout of the operation keys displayed on the sub-screen can be freely changed. Also, a sub-menu assigned to each displayed operation key is not limited to the example in **FIG. 6C**.

[**0060**] In step **S61**, if an image is attached to the e-mail, the attached image may be displayed on the sub-screen **2** as sub-contents. Even in this case, since the attached image is displayed as a background to perform layered display of the status information on the attached image, it is possible to identify the status information.

[**0061**] Although omitted in **FIG. 5**, if an operation is not performed for predefined time in each step (**S10**, **S20**, **S31**, **S41**, **S32**, **S42**, **S51** and **S61**), the portable telephone can make the transition to the power-saving mode which reduces the display contents for reducing electricity consumption.

[**0062**] **FIGS. 7A** to **7**D are diagrams describing specific examples of the sub-contents (the concomitant display), and **FIG. 7A** is an example at the time of using videophone. In **FIG. 7A**, an image shot by a terminal of the other calling party (face of the other party) is displayed on the main screen **1** as the contents, and an image shot by own terminal (face of oneself), the status information and the operation keys (see **FIG. 2C**, for example the cross-shaped key **15**) are displayed on sub-screen **2** as the sub-contents. In this way, the face of the other party is projected on the full area of the main screen, and the display which is unnecessary for the contents is relocated to the sub-screen, and therefore the contents are very easily viewable. Also, it is possible to give the user a feeling of talking within very close range and enhance the sense of reality. Further, since the status information and the face of oneself are displayed in a layered style, the status information can be identified even if the face of oneself is displayed on the sub-screen.

[**0063**] **FIG. 7B** is an example at the time of viewing an e-mail. In **FIG. 7B**, body texts of the e-mail are displayed on the main screen **1** as the contents, and an image attached to the e-mail, the status information **14** and the operation keys (see **FIG. 2C**, for example the cross-shaped key **15**) are displayed on sub-screen **2** as the sub-contents. In this way, the body texts of the e-mail are displayed on the full area of the main screen, and the contents are very easily viewable. Also, the body texts of the e-mail can be conveniently identified without scrolling the screen. Further, the attached image can be identified at the same time, and efficiency of the mail identification operation is improved. Further, since the status information and the attached image are displayed in a layered style, the status information can be identified even if the attached image is displayed on the sub-screen.

[**0064**] **FIG. 7C** is an example at the time of viewing a still image. In **FIG. 7C**, a still image is displayed on the main screen **1** as the contents, and the status information **14** and the operation keys (see **FIG. 2C**, for example the cross-shaped key **15**) are displayed on sub-screen **2**. In this way, the still image is displayed broadly using the main screen, and the user can easily view the still image. In **FIG. 7C**, a mark indicating a mode (mode indicating whether a still image or a moving image, or whether viewing or shooting), a display of the number of images and a time display are displayed in the lower zone of the main screen, but these pieces of information can be displayed on the sub-screen, of course. The status information can be still identified on the sub-screen in **FIG. 7C**.

[**0065**] **FIG. 7D** is an example at the time of playing a game. In **FIG. 7D**, game images are displayed on the main screen **1** as the contents, and the status information **14** and the operation keys (see **FIG. 2C**, for example the cross-shaped key **15**) for operating the characters on the main screen are displayed on sub-screen **2**. In this way, the game images are displayed on the full area of the main screen, and the contents are very easily viewable. The status information can be identified on the sub-screen. As the sub-contents associated with the game, for example, special effects, such as flashing the sub-screen when the characters are bombed, may be expressed together with the main screen.